

This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1-54. Canceled.

55. (Currently Amended): In a game played via a computer having a first set of game rules, a module allowing for the ~~cheating~~, or circumvention, of the game rules through the execution of a second set of rules such that access to the second set of rules is only accomplished through a transaction wherein consideration is exchanged, comprising:

an integration object, the integration object providing seamless integration between the module and the game such that the second set of rules operate in the game to allow ~~cheating~~ circumvention of the first set of rules; and

a transaction object, the transaction object being dynamically operative during game play to identify instances in which to offer a player the opportunity to access a rule from the second set of rules, to thereby obtain an advantage vis-à-vis the first set of game rules, and for transacting instances where the second set of rules are accessed; and

a communication object, the communication object having at least one instruction to instruct the game to communicate information representative of rule circumvention operations to a cooperating computing environment;

wherein the communication of the cheating operations information is communicated over a communications network comprising any of fixed wire and/or wireless LAN, fixed wire and/or wireless WAN, fixed wire and/or wireless intranet, fixed wire and/or wireless extranet, fixed wire and/or wireless peer-to-peer network, and the fixed wire and/or wireless Internet.

56-58. Canceled.

59. (Previously Presented) The module as recited in claim 55, wherein the transaction object keeps a running tally of executed transactions, associates bill amounts to each transaction, and aggregates the bill amounts for all of the transactions.

60. (Previously Presented) The module as recited in claim 59, further comprising at least one instruction to instruct the game to communicate the aggregated bill amounts to a cooperating computing environment and/or to a display device.

61. (Previously Presented) The module as recited in claim 59, wherein the bill amounts are aggregated while the game is being played.

62. Canceled.

63. (Currently Amended): In a computer game having a set of rules, a method to allow cheating through a transaction, wherein the transaction entails the exchange of consideration, comprising:

creating a second set of rules that cheat the game set of rules, wherein access to the second set of rules is only realized through the execution of a transaction;

integrating in the computer game the second set of rules, wherein the integrating step entails dynamically monitoring progress of a game playing session and offering one or more of the second set of rules as the game is being played;

receiving requests for access to the second set of rules; ~~and~~

fulfilling the requests; and

associating a bill amount for obtaining access to one or more of the second set of rules and tallying and performing an accounting of each instance when one or more of the second set of rules is accessed.

64. Canceled.

65. (Currently Amended) The method as recited in claim ~~64~~ 63, further comprising communicating the accounting to a cooperating computing environment for storage and display.

66. Canceled.

67. (Previously Presented) The method as recited in claim 65, further comprising displaying the accounting in real-time as the computer game is being played.

DOCKET NO.: CRTW-0004
Application No.: 09/676,448
Office Action Dated: November 12, 2004

PATENT
REPLY FILED UNDER EXPEDITED
PROCEDURE PURSUANT TO
37 CFR § 1.116

68. (Previously Presented) A computer-readable medium having computer readable instructions to instruct a computer to perform the steps recited in Claim 63.